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SACHEN

SACHEN®

TC003

SIDE WINDER CONTROL SUMMARY

Controls

Control Pad Arrows:	Controls the direction of the chopper.
Bution A:	This is the firing button.
Select Button:	Moves cursor to select options on the screen.
Start Button:	Starts the game. Also freezes the game.

Special Objects

Firing Weapon Selection:	Gives you a variety of firing patterns.
Energy Cell:	Replenishes 10 energy points.
Energy Reservoir:	Fully replenishes energy points to 66.
Energy Shield:	Prevents your chopper from loosing energy points for a few seconds.
Enemy Missile:	Depletes 3 energy points.
Patrolling Chopper:	Carries energy pockets capable of replenishing 5 energy points each.

I. INTRODUCTION

Searing gunfire inflicts heavy damages on both sides as you slice into a murderous squadron of enemy fighter jets. As the commander of a fast and powerful helicopter, you must face an intense struggle against a pair of patrolling choppers before you are allowed to turbo-boost through enemy defenses to reach the motherships. Only with fast reaction and uncanny accuracy can you defeat the motherships which launch a seemingly endless arsenal of weapons.

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PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

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II. GAME CONTROL

Control Pad Arrows:	Control the direction of the chopper.
Button A:	This is the firing button.
Select Button:	Moves cursor to select options on the screen(When using a double players mode, only the first player can use the Select Button.).
Start Button:	Starts the game. Also freezes the game.

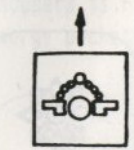
III. GAME MECHANICS

Even a fast and powerful chopper like the SIDE WINDER can not survive a complete enemy strike force without the skill of an experienced commander. You will have to know how to fully utilize special firing weapon selections and be able to spot and gather approaching energy cells and reservoirs even in the mist of heavy gunfire. Energy reading appears on the buttom of your screen. Each player will start out with 66 energy points. Substantial energy points are lost if you are hit by a missile.During normal operation,the side winder will also consume small amounts of energy points. However this consumption will stop when the energy meter reaches zero.

You will first encounter squadrons of enemy jets, then face a pair of patrolling choppers just as powerful as the SIDE WINDER. Defeating this pair, you will then hyperboost your way towards a mothership. see if you can find the strategy to beat the mothership.

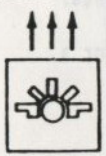
IV. FIRING WEAPON SELECTIONS

Many players have a perference for a specific type of weapon. When you see the desireable firing weapon, steer towards it. Upon contact with the symbol you will have the new firing capability plus 5 additional energy points.

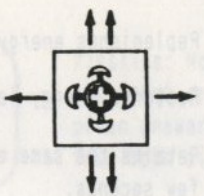


SINGLE FIRING

DOUBLE FIRING



TRIPLE FIRING



FOUR-WAY FIRING

TRIPLE ANGLED FIRING

V. ENERGY

Look for the following objects to replenish your energy levels.

Enery Cell:	Replenishes energy level by 10 points.
Enery Reservoir:	Restores energy level to 66 points.
Enery Shield:	Retains the same energy level for a few seconds.

VI. ENEMIES

Black Patrolling Choppers are bad news to most players. But avoiding these choppers is not always a smart thing to do since you can gather up to 6 energy pockets equivalent to 30 energy points for every chopper you defeat.

Missiles: Most enemy craft attack from the front or the rear. Many players are often unaware of approaching missiles from both sides.

VI. ENEMIES(Continued)

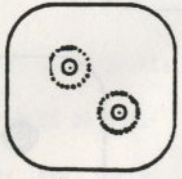
FLYING SAUCER

SONIC JET

FLOATING SILO

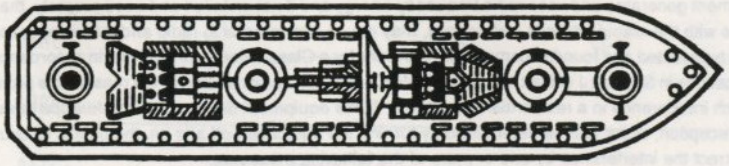
GIANT LECTRON

CHOPPER FORCE



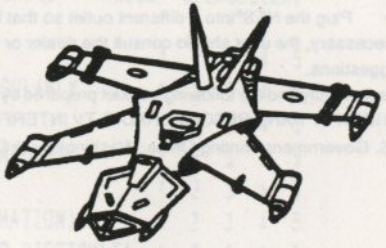
DOUBLE LECTRON

VII. MOTHERSHIPS



CHOPPER CARRIER

EAGLE DESTROYER



DOUBLE-WINGED FIGHTER

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES*with respect to the receiver.
- Move the NES*away from the receiver.
- Plug the NES*into a different outlet so that NES*and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES*is the abbreviation for Nintendo Entertainment System*.

SIDE WINDER EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADRESS: _____

DATE: ____/____/____ PHONE #(Optional):(_____) ____-_____

GRANDING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1).GAME'S OVERALL ENTERTAINMENT VALUE	1	2	3	4	5
2).COMPARED WITH GAMESTHAT YOU PLAY REGULARLY	1	2	3	4	5
3).COMPARED WITH ALL EXISTING GAMES	1	2	3	4	5
4).VARIETY(ENEMIES, WORLDS, TRICKS, WEAPONS)	1	2	3	4	5
5).GRAPHICS(COLOR, DESIGN, ANIMATION)	1	2	3	4	5
6).SOUND EFFECTS(BACKGROUND MUSIC, ANIMATION)	1	2	3	4	5
7).DIFFICULTY LEVEL(1:TOO EASY...5: TOO DIFFICULT)	1	2	3	4	5
8).FLAWS OR PROBLEMS(1:NONE...5:TOO MANY)					

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